SMARTSOFT™

User Manual

Version 2.0.1

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Introduction

Congratulations on your download of the SmartSoft lighting software. SmartSoft provides a graphical user interface to all consoles in the SmartFade family, and an offline editing tool.

This chapter contains the following sections:

- ***Using this Manual*** 2
- ***Help from ETC Technical Services***. 3
- ***Installation Procedures*** 4

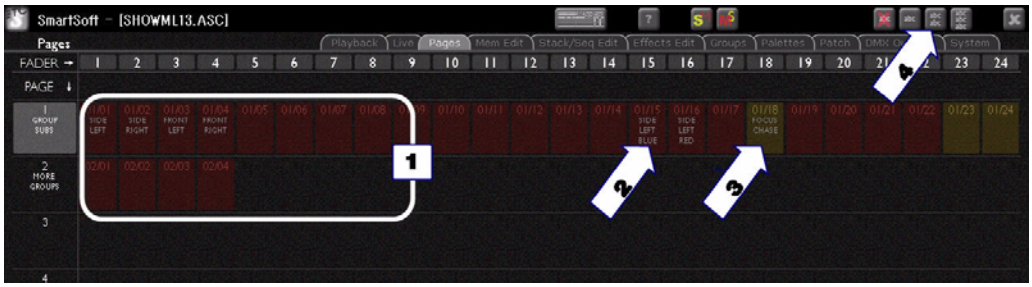
Using this Manual

Congratulations on your download of the SmartSoft software. This manual will hopefully get you up and running in no time. The functionality of SmartFade consoles is described in the manuals of these consoles. This manual covers the functionality of this software in general.

These are the manual conventions.

Instructions

Instructions are written next to an image of the software display. There are numbers in frames or arrows indicating areas, and a list of available functions in that area.



1. Area for pages
2. Indicator for a MEM in this page
3. Indicator for a Sequence in this page
4. Indicator for text formatting in this page

Text Conventions

- Buttons in the SmartFade family of consoles when described in text are indicated with bold capital letters followed by the word button. Like **STACK** button.
- References to other parts of the manual are indicated in *italics*. When viewing this manual electronically, click on the reference to jump to that section of the manual.

Note: *Notes are helpful hints and information that is supplemental to the main text.*

CAUTION: *A Caution statement indicates situations where there may be undefined or unwanted consequences of an action, possible data loss or equipment problems.*

Please E-mail comments about this manual to: **TechComm@etcconnect.com**

Help from ETC Technical Services

If you are having difficulties, your most convenient resources are the references given in this user manual. To search more widely, try the ETC Web site at www.etcconnect.com. You can ask other users for advice on the ETC forums at www.etcconnect.com/community.

If none of these resources is sufficient, contact **ETC Technical Services** directly at one of the offices identified below. Emergency service is available from all ETC offices outside of normal business hours.

When calling for help, please have the following information handy:

- Console model and serial number (located on back panel)
- Dimmer manufacturer and installation type
- Other components in your system (Unison®, other consoles, etc.)

Americas

Electronic Theatre Controls Inc.
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Middleton, WI 53562
800-775-4382 (USA, toll-free)
+1-608 831-4116
service@etcconnect.com

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+852 2799 1220
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83607 Holzkirchen, Germany
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techserv-hoki@etcconnect.com

Install SmartSoft

SmartSoft is compatible with PCs running the Windows XP or Windows Vista operating systems. SmartSoft is also available for Mac OS X systems.

- Download the software from www.etcconnect.com
- Install in your computer, ***make sure you install the PC drivers*** (see below)
- ***Ensure your console is running the latest software version*** (see below)

Install PC drivers

A SmartSoft installation has a revised driver file for the PC. without this the console will report as 'Unrecognized USB device'. Once the software is installed, and the console(s) have been upgraded you must update the driver as follows:

1. Start > Settings > Control panel > System > Hardware > Device manager
- A list will display of the PCs hardware, this should include a yellow question mark 'other devices'

2. Press on the + sign next to this to open the sub list which says 'USB High-Speed-Pipe'

3. Right-click on 'USB High-Speed-Pipe' and select 'Update Driver'.

4. The Wizard opens to search for the driver on the Internet, select 'No, not this time' > Next
- Select 'Install from a list or specific location (Advanced)' > Next

5. Browse to 'C:\Program Files\ETC\SmartSoft\Drivers > Next
- If asked, select 'Continue anyway'

Now the console should connect to SmartSoft.

Updating the console

A compatible version of console software is included with the SmartSoft download, but this version may not be the most recent version of console software. Please check the ETC Web site for software updates.

Hold the menu button and press **ON** until the display enters the self-test mode. Press Enter until the memory test is complete. At end of mem test turn dial to Update Software [YES] and press **OK**.

PC

Start the downloader on the PC:
Start > Programs > ETC > SmartSoft > Console updates > Downloader.

Downloader should detect console and then ask for file.

Select the file SMRTFDFML.SRC (for SmartFade ML) or SMRTFADE.SRC (For SmartFades) and press Download.

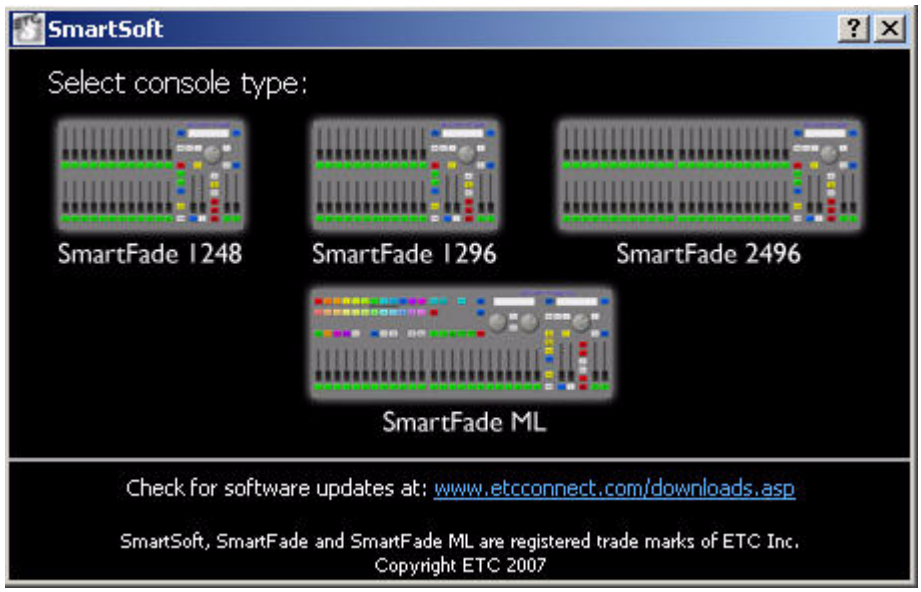
Mac

Save the .SRC files onto an SD card.There is no USB software downloader for a Mac. At the end of the self test the console will load the file from the SD card.

When code is loaded and the console has re-started open the SmartSoft program. It should detect the console and open the correct version of SmartSoft. After a short time it should report the console as Online on the top of the screen.

With or Without a Console?

SmartSoft will check if there is a console connected to your computer through USB when the program is started. If there is no console connected SmartSoft will start up as an offline editor allowing you to choose console from a popup.



If you want to connect a console you need to restart SmartSoft. If a console is connected, the same show will be loaded into SmartSoft, and it will run as part of the console application.

Chapter 1
General Functionality

This chapter gives you the general information you need to get started.

This chapter contains the following sections:

- ***General Information*** 8
- ***Status Bar & Tabs*** 9
- ***Console Simulator*** 10

General Information

SmartSoft is an on-line and off-line viewer and editor for SmartFade and SmartFade ML consoles. When used on it's own it allows you to simulate any of the SmartFade consoles.

When used with a real console SmartSoft provides live views into the stored data and offers facilities to add text labels for show items and see the positions of fader levels to simplify level matching and ensure seamless operation.

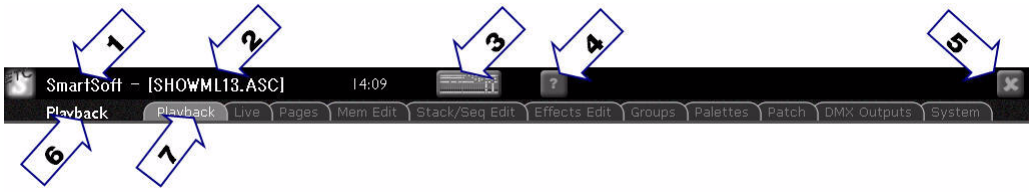
SmartSoft is compatible with PCs running the Windows XP or Windows Vista operating systems. SmartSoft is available for Mac OS X systems versions 10.4, 10.5.

Unlike a simple add-on video display, SmartSoft provides powerful tools for drag and drop editing, file management and integration with visualization software.

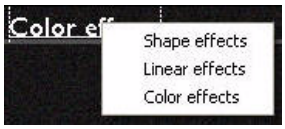
It is recommended that you have a display resolution of 1280x1024. Minimum recommended resolution is 1280x800.

Status Bar & Tabs

The top of all screens is a Status Bar with some general information and selection of the tabs. This is all there is to navigating SmartSoft. Click on a tab to select it.



1. Software name
2. Name of loaded show file
3. Toggle Console Simulator (see below)
4. Open Help documentation folder
5. Exit SmartSoft
6. Currently selected tab AND subselection drop down menu



7. Tabs (see next chapter)

Text Formatting

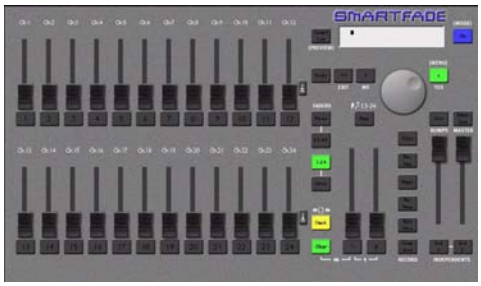
All objects can have a text added in SmartSoft (Groups, Pages, Mems etc.). In tabs where this applies you can select how many lines of text are displayed with the following symbols.

Console Simulator

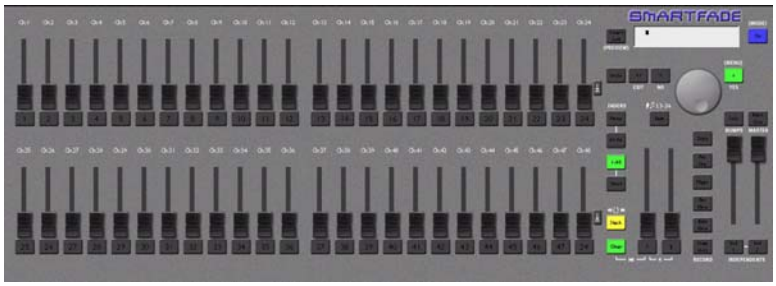
Included is a console simulator allowing the software to be operated as if a real console were attached. The simulator may be used for training and practice and to see the results of shows built or edited off-line.

To launch this console, click on the console symbol in the status bar at the top.

SmartFade 1248/1296



SmartFade 2496



SmartFadeML

Chapter 2
Tabs

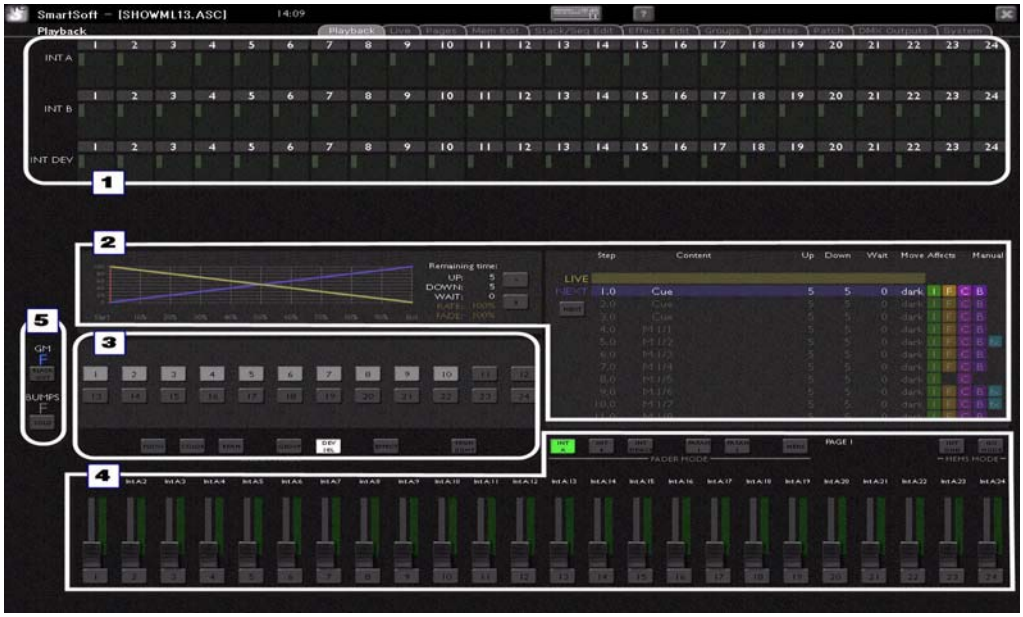
All of the functions in SmartSoft are accessed from the different tabs shown in the Status Bar.

This chapter contains the following sections:

- ***Playback Tab*** 12
- ***Live Tab*** 13
- ***Page Tab*** 14
- ***Mem Edit Tab*** 15
- ***Stack/Seq Edit Tab*** 16
- ***Effects Edit Tab*** 18
- ***Groups Tab*** 19
- ***Palettes Tab*** 20
- ***Patch Tab*** 21
- ***DMX Outputs Tab*** 23
- ***System Tab*** 24

Playback Tab

This screen is the primary user interface when running a show. You can see output levels, the current selection set and its names, the fader positions and the master status.



Click on a button to change mode, click on a text area to edit a name.

The screen consists of 5 main zones.

1. Output mimic zone

Displays the levels of intensities.

2. Cue list zone

Displays the Stack and Timeline of the current Stack Step. This is also the area where the effects editor is displayed.

- Click on a step time in the Stack to edit.

3. Device/Palette select zone

Displays the state and mode of the device/palette selects and the buttons to select mode.

4. Mode/Fader select zone

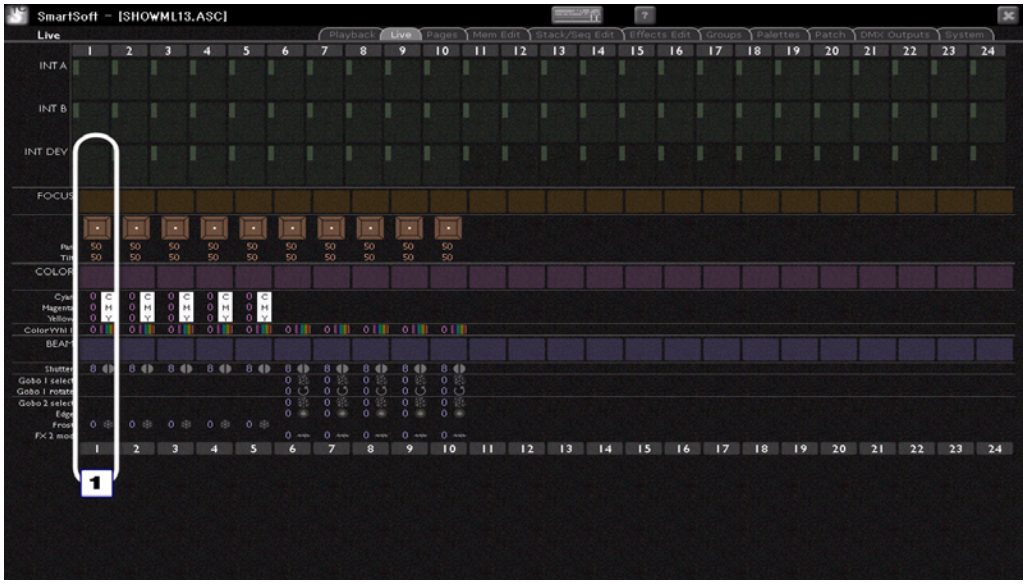
Displays the selected fader mode and level status of the fader. Fader knobs are displayed as transparent for unmatched faders and solid for matched faders. The bar graph shows the position of the virtual fader to match to. Displays the playback mode for the Mem's.

- To change the fader page in MEMS mode, click on "PAGE" next to the MEMS button.
- To change if time or parameter data is displayed over each fader in MEMS mode, click on the clock/IFCBFx symbol at the top of the screen.
- To set all faders to zero, click on the down arrow button to the far right of all faders.

5. Master status zone

Displays the GM and SOLO status.

These are the values on the live output, post-patch. You can see output levels, and device parameters.



The screen has the same Output Mimic Zone as the Playback tab in the top half. In addition to this, there is information about the parameters of each device, right under the intensity of that device

1. Device Information

Focus, Color and Beam parameters are displayed. If more device parameter rows are present than can be fitted on-screen a vertical scroll bar appears.

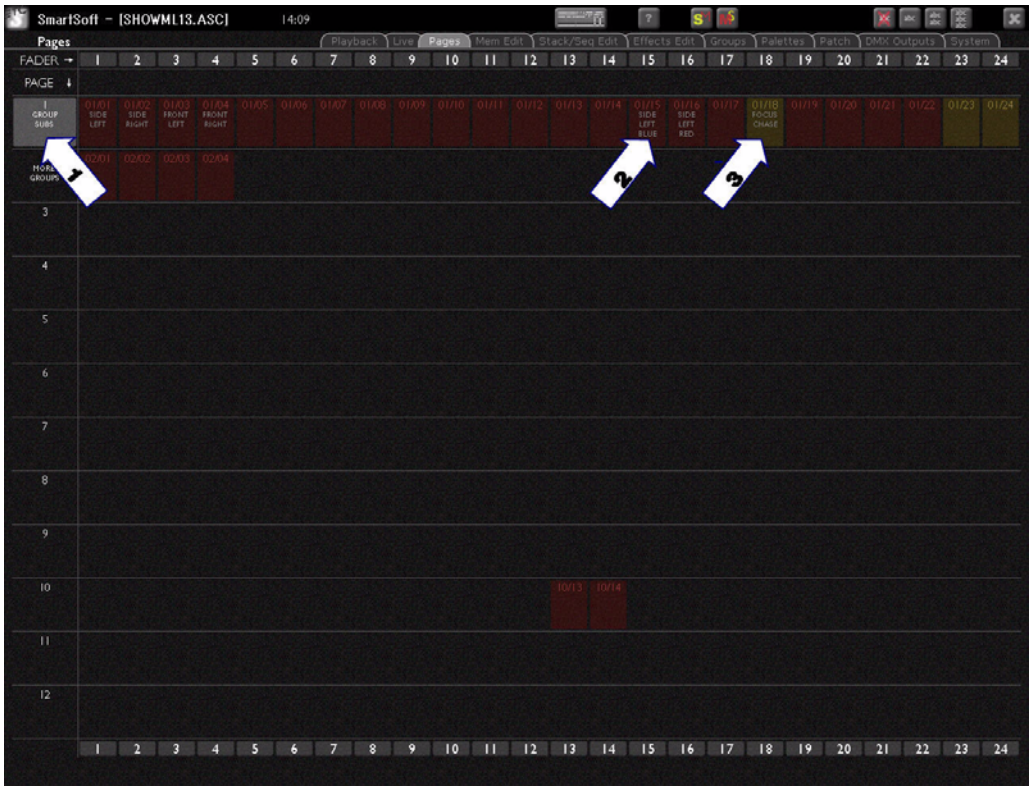
Next to each LTP parameter is an icon. These are displayed if the parameter exists on that device. Next to each icon is the value.

This screen is a viewer for intensities and palette references. Palette references are displayed as F1-24, C1-24 or B1-24.

LTP parameters may be directly edited by clicking on the parameter value., as if you have selected the parameter on the console.

Page Tab

These are all memories and sequences as recorded into the 12 pages. Memories are displayed in red and sequences in yellow. You can set/edit names for each Page, memory and sequence.



Click on names to edit.

1. Page

The current page is highlighted on the left.

2. Memory

Active memories are shown in bright red, inactive in dim red. Mems are allowed to exist under sequences and may be revealed and hidden with the Sm/Ms buttons on the title bar.

- To change if time or parameter data is displayed, click on the clock/IFCBFx symbol at the top of the screen.

- Double click on a memory number (outside the name area) to jump to the appropriate mem edit screen

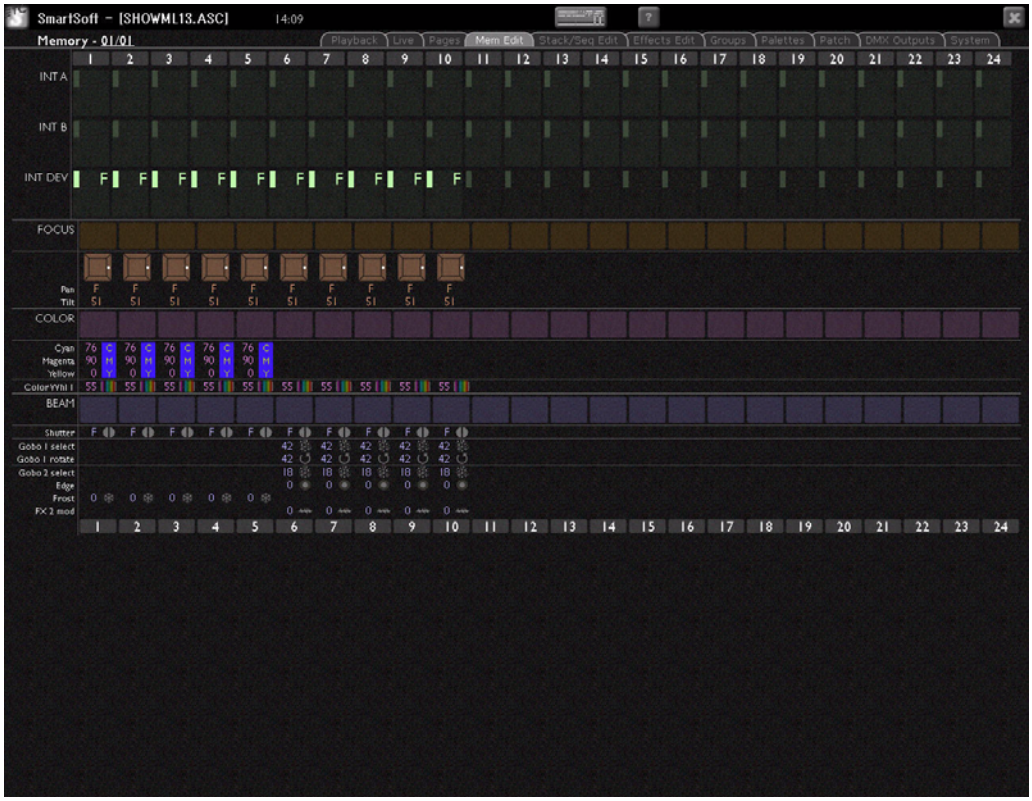
3. Sequence

Active sequences are shown in bright yellow, inactive in dim yellow

- Double click on a sequence number (outside the name area) to jump to the seq edit screen for that sequence.

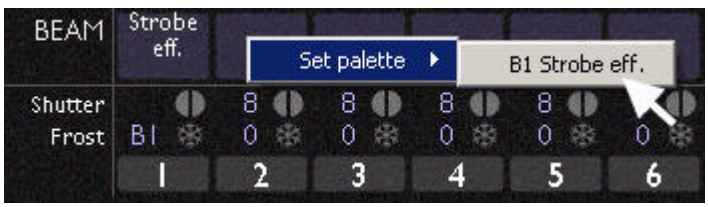
Mem Edit Tab

This is a tab for editing the content of any memory. It is identical in layout to the live tab, however it displays only data recorded into the selected memory. Channels or devices without a level for intensity and/or parameters have no information recorded in that memory..



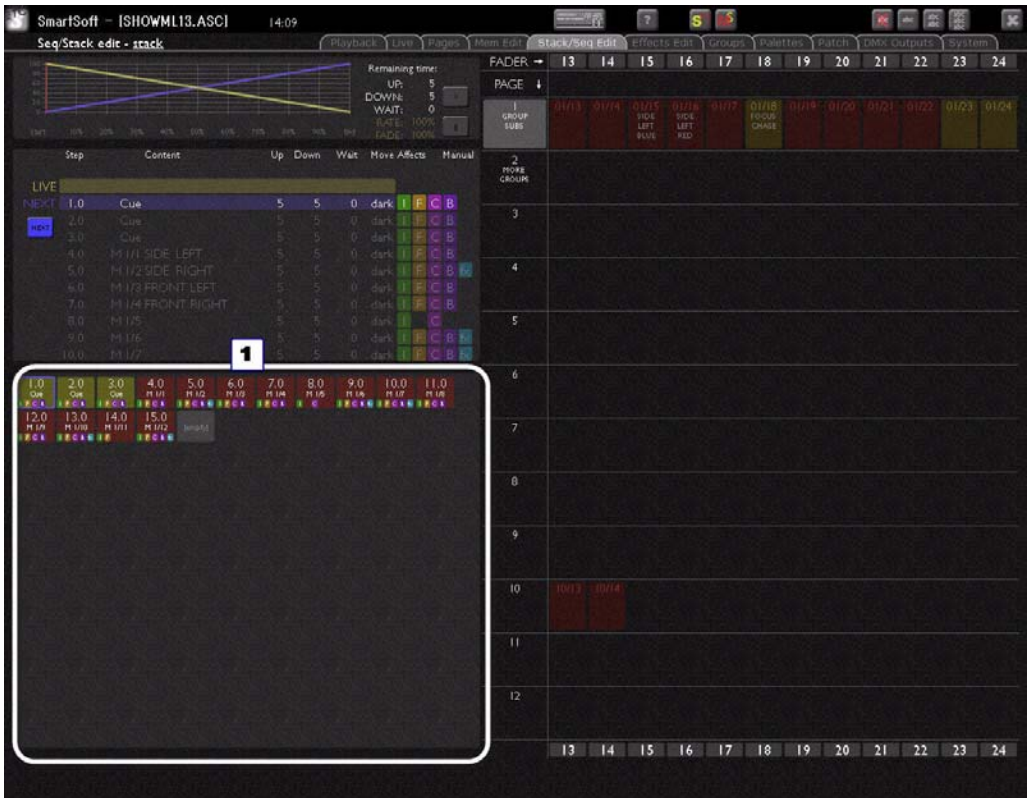
The memory number (Page and Fader) on the title bar operates a drop-down list to select a memory for editing. To the right of the number is the Mem name and time.

- Click on names and values to edit. Press DELETE to remove a selected value
- Multiple cells may be selected by holding CTRL. Double-click to set a value. Editing one of a multiple selection sets the same value in each.
- Right-click on a palette typ or a selected value to open a Palette List.



Stack/Seq Edit Tab

This tab is for editing the content of any sequence or the Stack.



The top left section is identical to the Cue List Zone of the Playback Tab. The right half is identical to the Page Tab, you can double-click on a sequence to select it for viewing. The faders are 13-24 since sequences only exist on these faders.

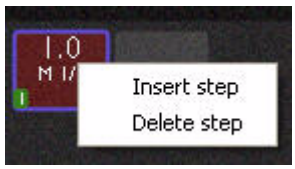
The Stack/Sequence number on the title bar operates a drop-down list to select a sequence for editing.

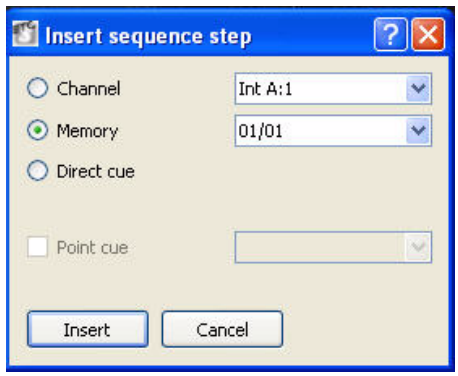
- Click on names and values to edit.

1. Content management zone

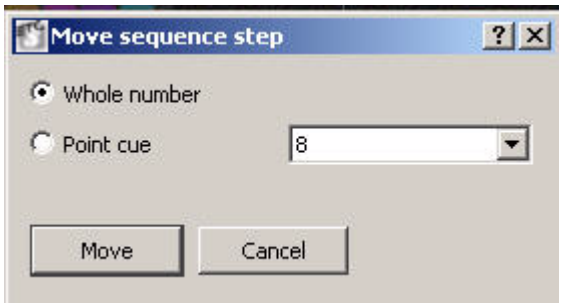
This zone shows the content of the selected Stack/Sequence. Double-click to edit memories (channel steps cannot be edited here, see the console manual for this).

- Right-click over a step to get an insert/delete popup.





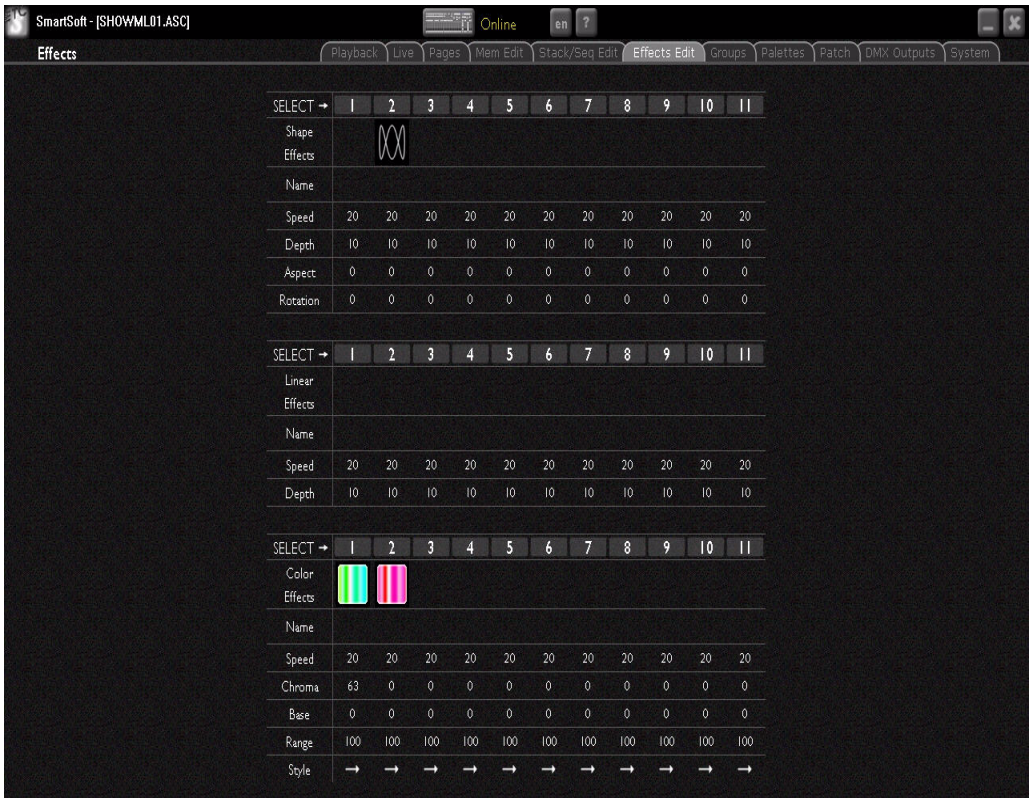
- Click on a step and drag to move to a new position between two other steps. You will get a popup where you can choose to insert as a whole number or a point cue.



Note: *When you move, insert or delete a whole numbered step in the Stack, all following steps will be automatically renumbered.*

Effects Edit Tab

This tab is for editing the content of any shape, linear or color effect.


SmartSoft - [SHOWML01.ASC]
Online
Effects
Playback
Live
Pages
Mem Edit
Stack/Seq Edit
Effects Edit
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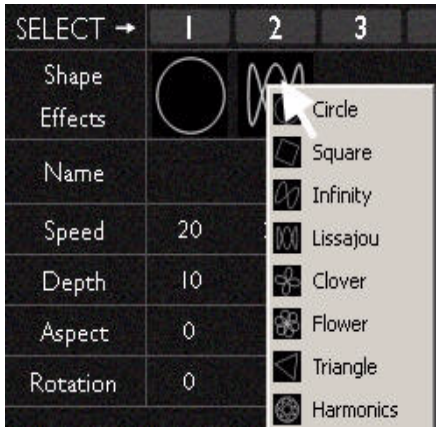
System
SELECT → 1 2 3 4 5 6 7 8 9 10 11
Shape Effects
Name
Speed 20 20 20 20 20 20 20 20 20 20 20
Depth 10 10 10 10 10 10 10 10 10 10 10
Aspect 0 0 0 0 0 0 0 0 0 0 0
Rotation 0 0 0 0 0 0 0 0 0 0 0
SELECT → 1 2 3 4 5 6 7 8 9 10 11
Linear Effects
Name
Speed 20 20 20 20 20 20 20 20 20 20 20
Depth 10 10 10 10 10 10 10 10 10 10 10
SELECT → 1 2 3 4 5 6 7 8 9 10 11
Color Effects
Name
Speed 20 20 20 20 20 20 20 20 20 20 20
Chroma 63 0 0 0 0 0 0 0 0 0 0
Base 0 0 0 0 0 0 0 0 0 0 0
Range 100 100 100 100 100 100 100 100 100 100 100
Style → → → → → → → → → → →

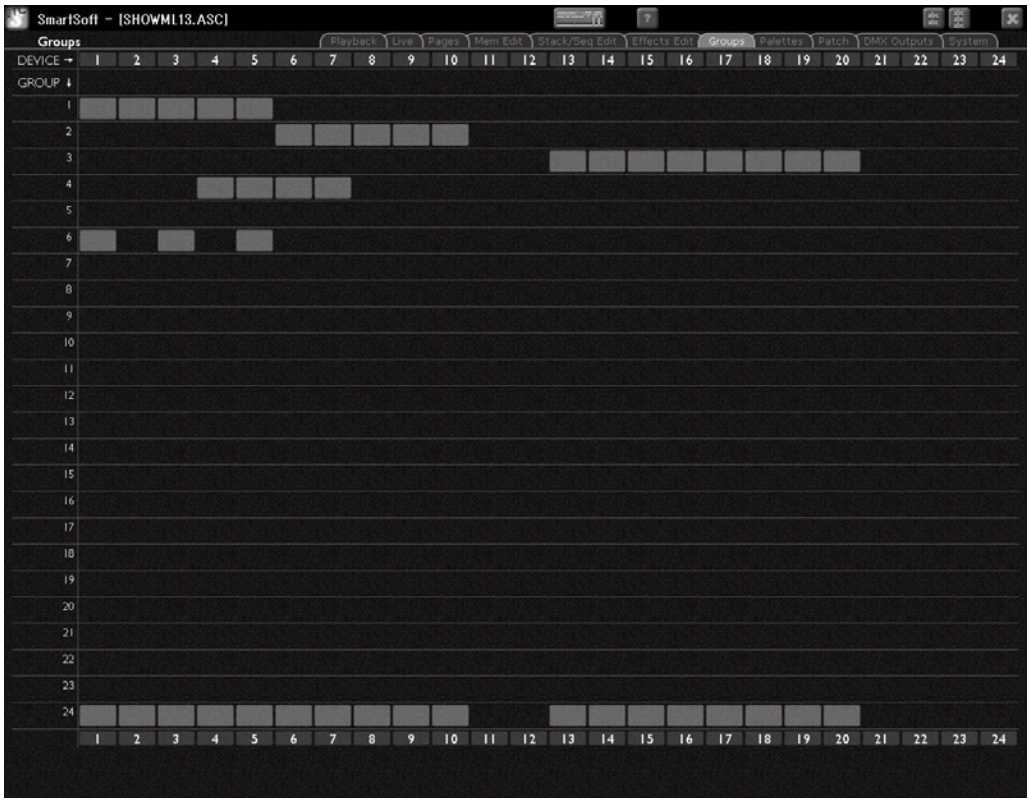
There are 11 Effect slots of each kind. The Effect Name on the title bar operates a drop-down list to select shape, linear or color effects for editing.

- Click on names and values to edit.
- Click in the first row in each or the three effect types (shape, linear, color) to get a drop-down for selecting a specific effect.



Groups Tab

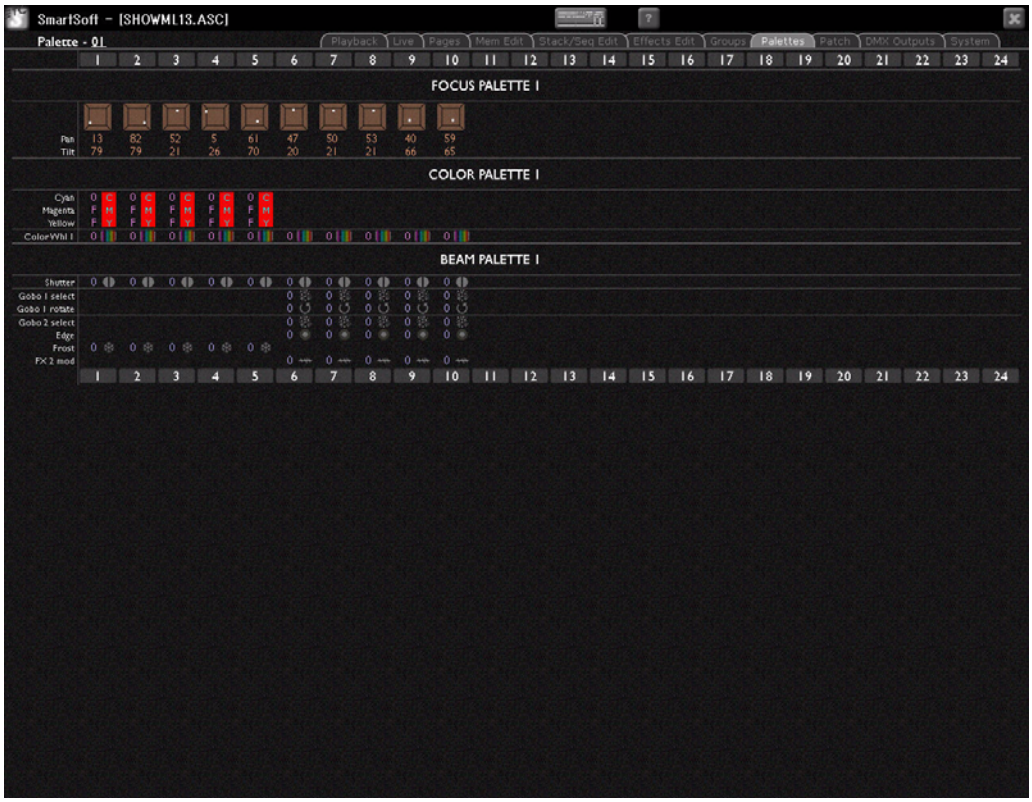
This tab is for editing the content of any group.



- Click on names to edit.
- Double-click on a device to toggle it on/off in the corresponding group.

Palettes Tab

This tab is for viewing/editing the content of any focus, color or beam palette.

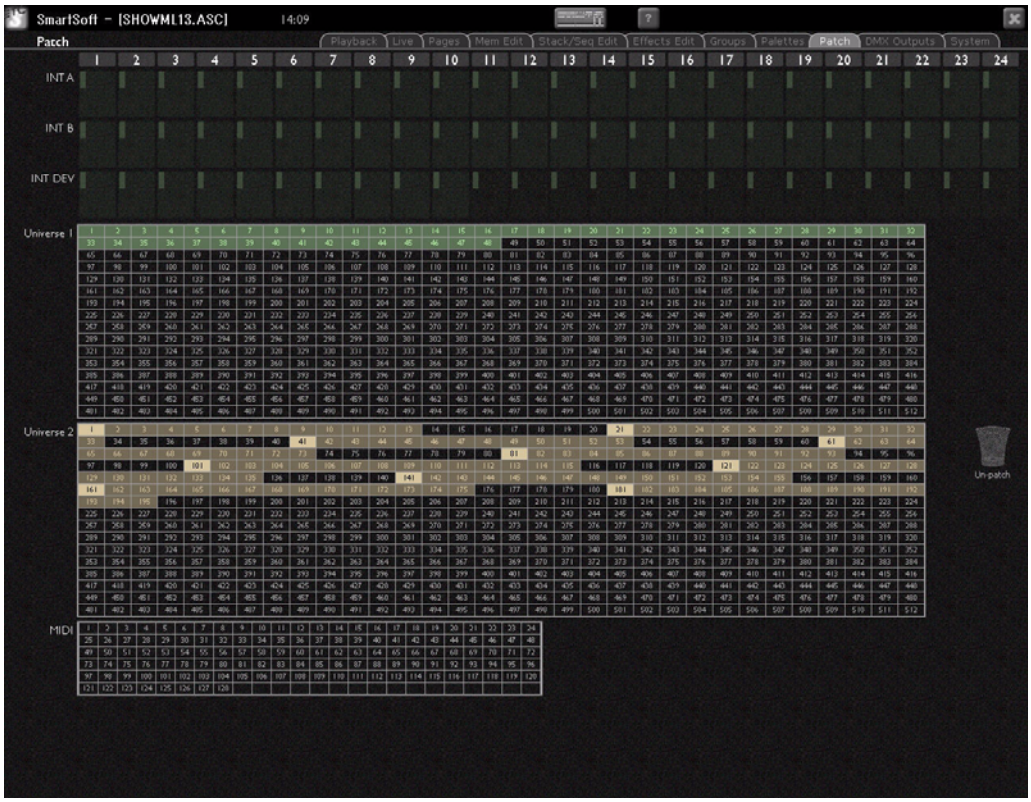


The palette number displayed with the title on the tab bar operates a drop-down list allowing selection of any palette. When a palette number is selected all palettes (Focus, Color and Beam) are shown. Parameter icons are displayed if that parameter exists on a device.

- Click on names and values to edit, press DELETE to remove a selected value
- Values of zero are shown as 0
- Unrecorded values are blank

Patch Tab

This tab is for viewing/editing the patch.



All patching is performed by dragging between the top section and slots in one of the universes.

- Hover the mouse over any cell to see the patch for that item.
- Drag any item to the un-patch bin to the right to un-patch it.

Intensity Channels

Click on the intensity level and drag a channel to a DMX cell or click and drag a DMX cell to a channel. There is no UNDO for this!

Devices

Drag a device channel to a DMX starting address and drop to get a popup with all devices in the library. Choose the manufacturer of the device to see all the devices available from that manufacturer. Click to select your device type.

To move a device, click on it's head and drag to a new position. If a device runs off the end of the universe it may not be patched to that position.

Overlap is allowed as it may be desirable in some cases. If a device overlaps another device's patch the overlapping cells are shown in red.

If your device is not included in the device library, you may build your own definition of that device. Please consult the SmartFade ML user manual for instructions on building user defined devices.

Color codes

DMX are colour coded according to what they are connected to.

Unpatched = Black with white text

Device parameter = Tan with white text

Device start channel = Light grey with black text

Intensity = Green with white text

Overlapping cells = Red with black text

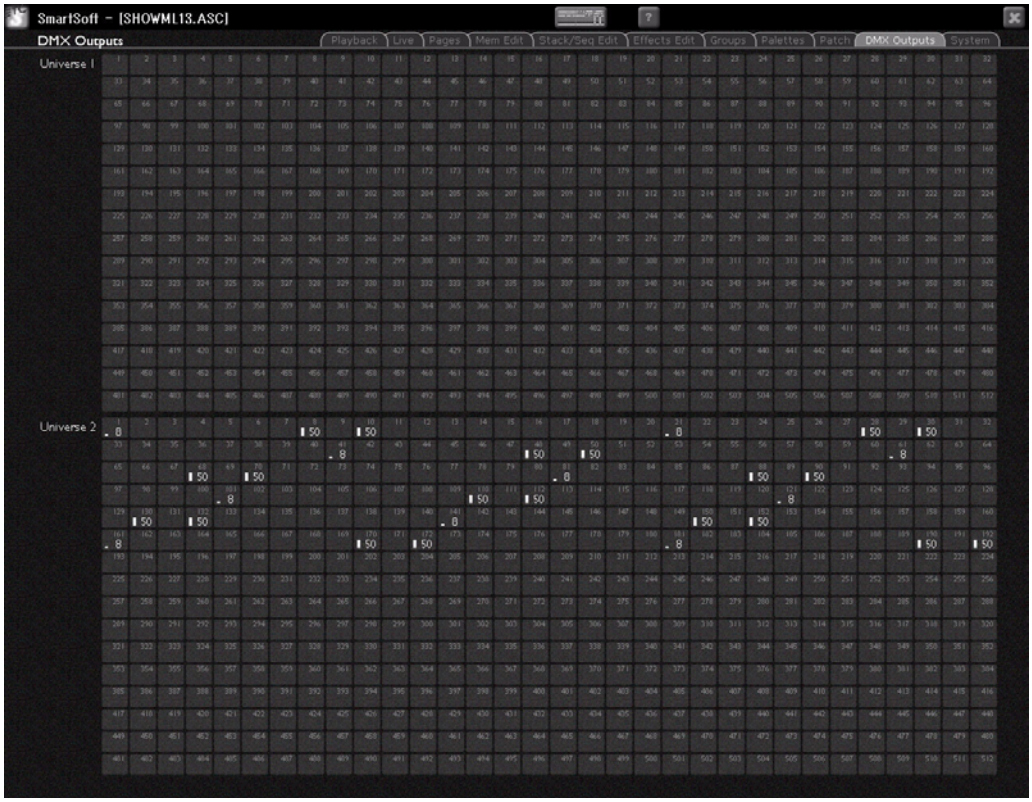
Independents

Click on and Independent level and drag to a DMX cell or click and drag a DMX cell to an Independent level. There is no UNDO for this!

Click and edit values to set levels and set bump and GM modes.

DMX Outputs Tab

This tab is a mimic of all levels being output on the two universes of DMX512. It is mainly intended for troubleshooting.



No values may be altered on-screen.

System Tab

This tab is for opening & saving show files.

If a console is connected the same show will be loaded to the console. Make sure you have saved your data before loading or connecting.

A show that is opened from the console can be saved in the PC from here.

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WITH OR WITHOUT A CONSOLE? 4

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